

750
42

SECRET

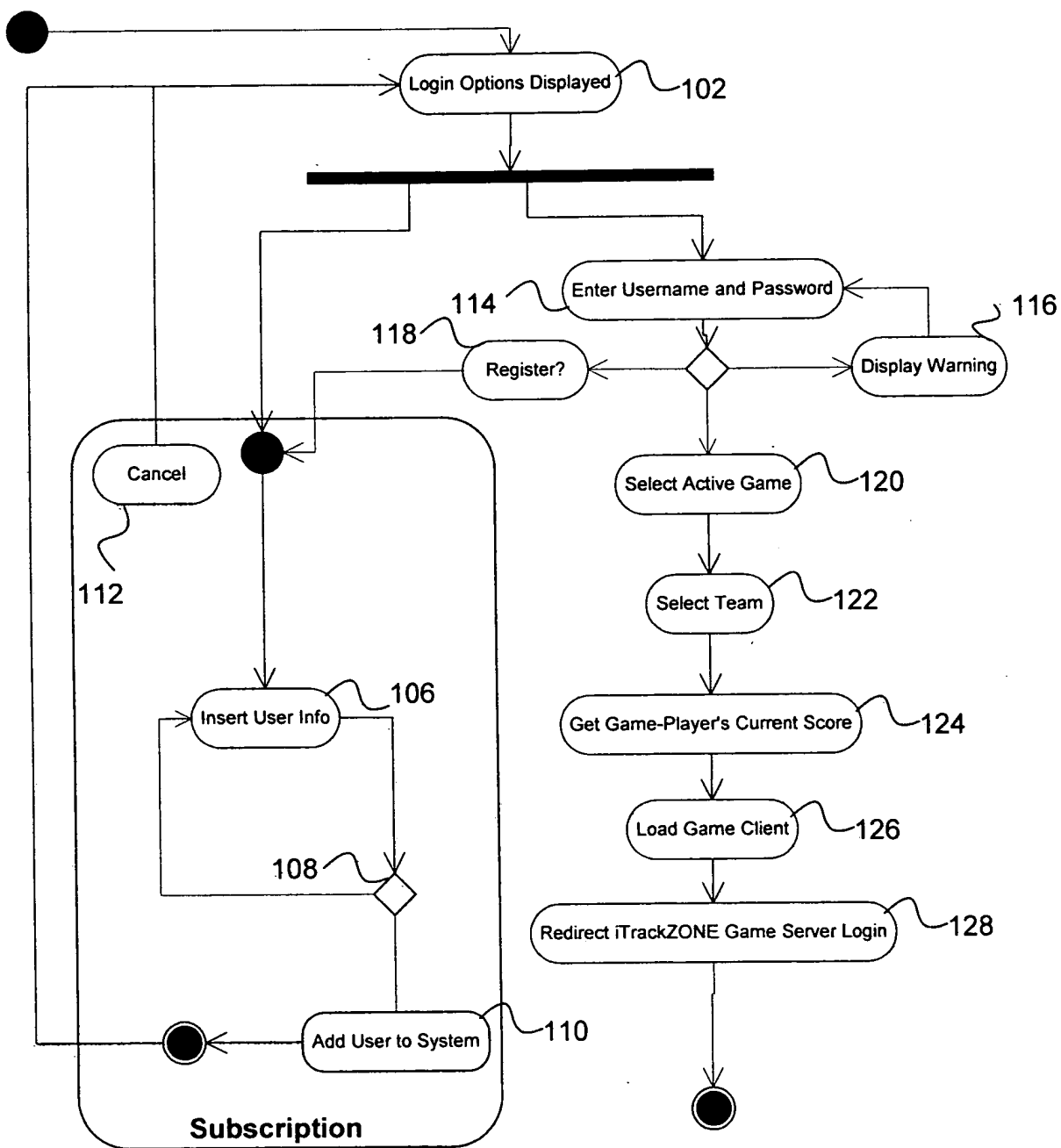


Figure 1

100

BEST AVAILABLE COPY

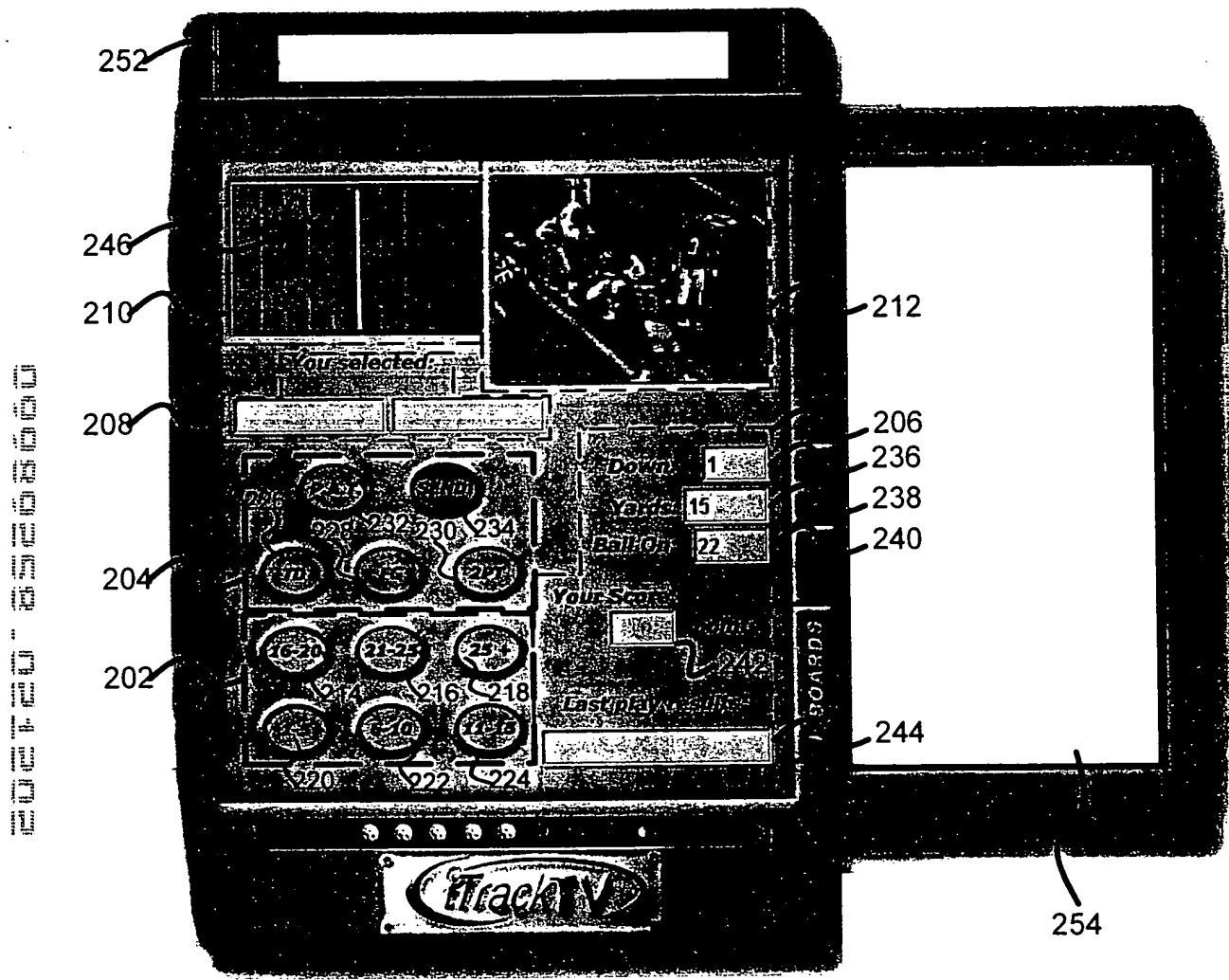
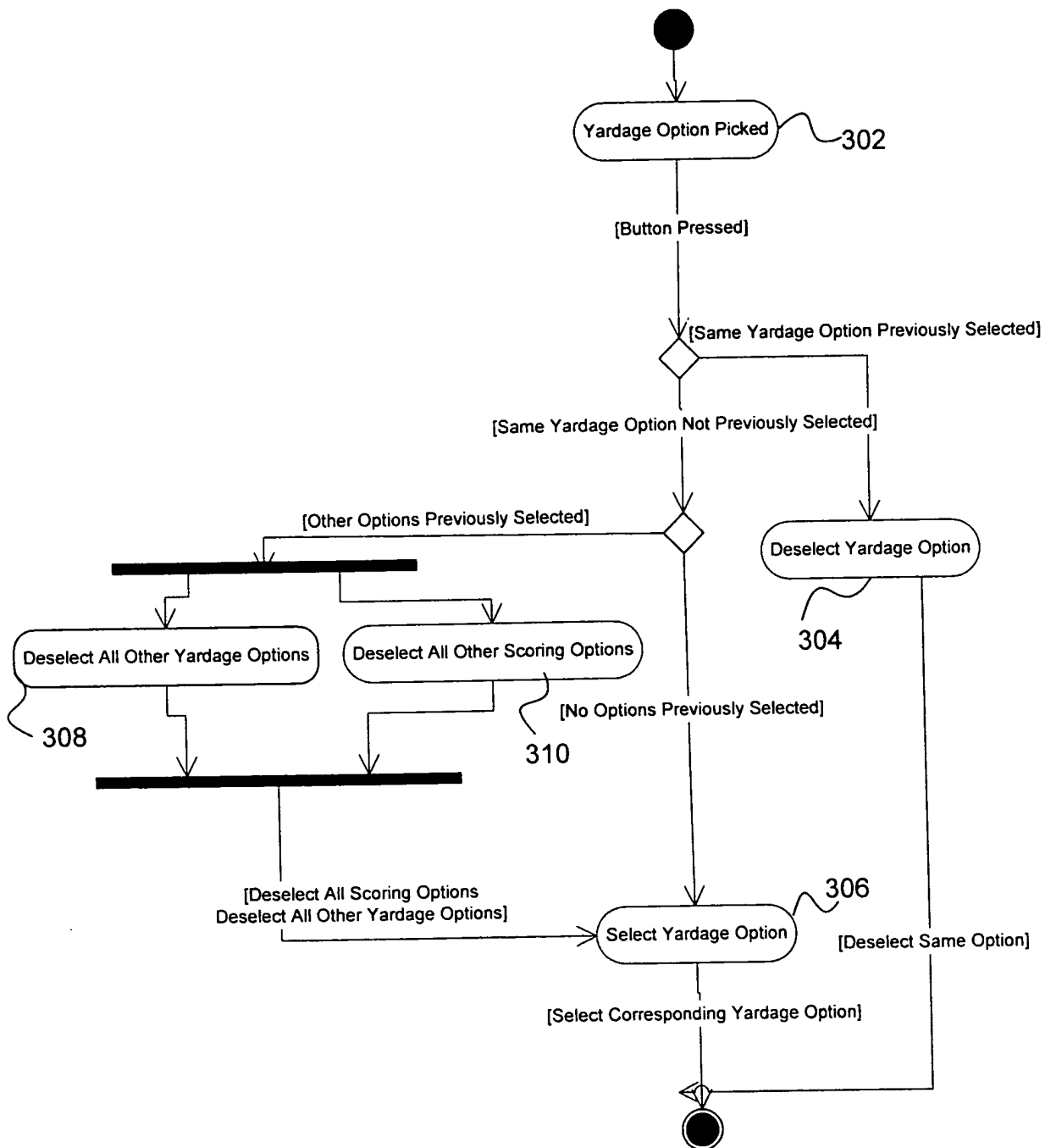


Figure 2



300

Figure 3

400 402 404 406 408

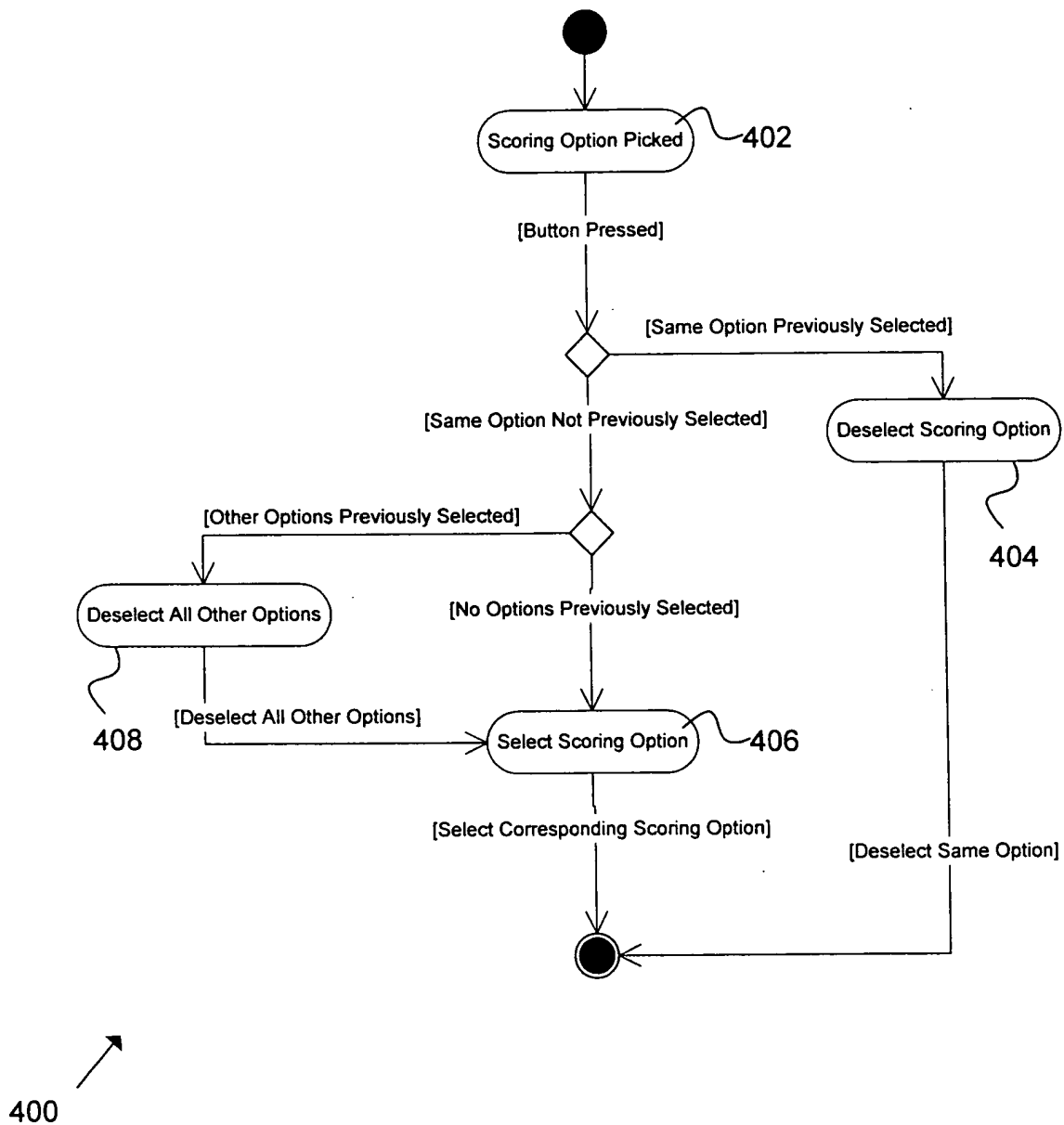


Figure 4

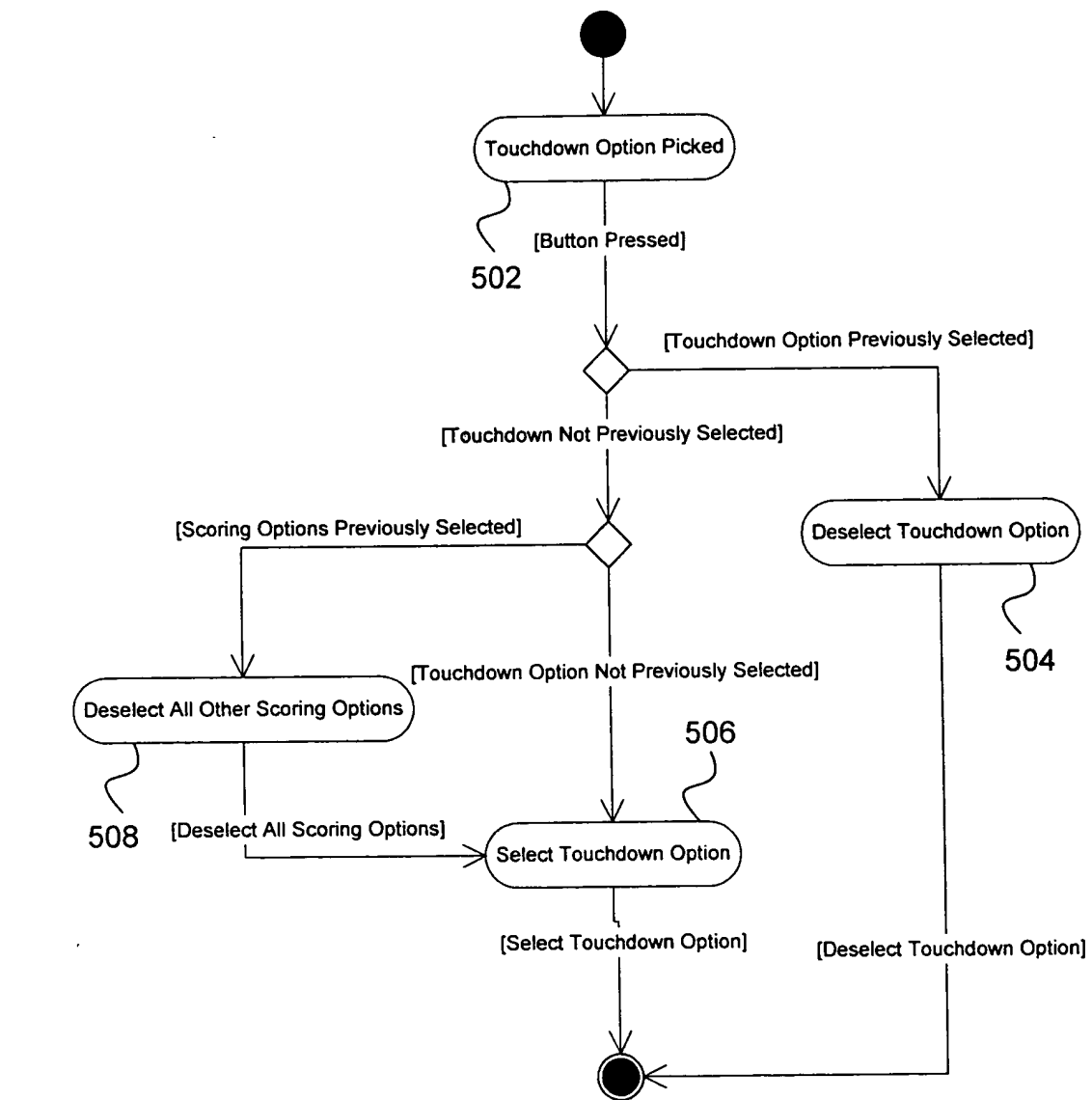
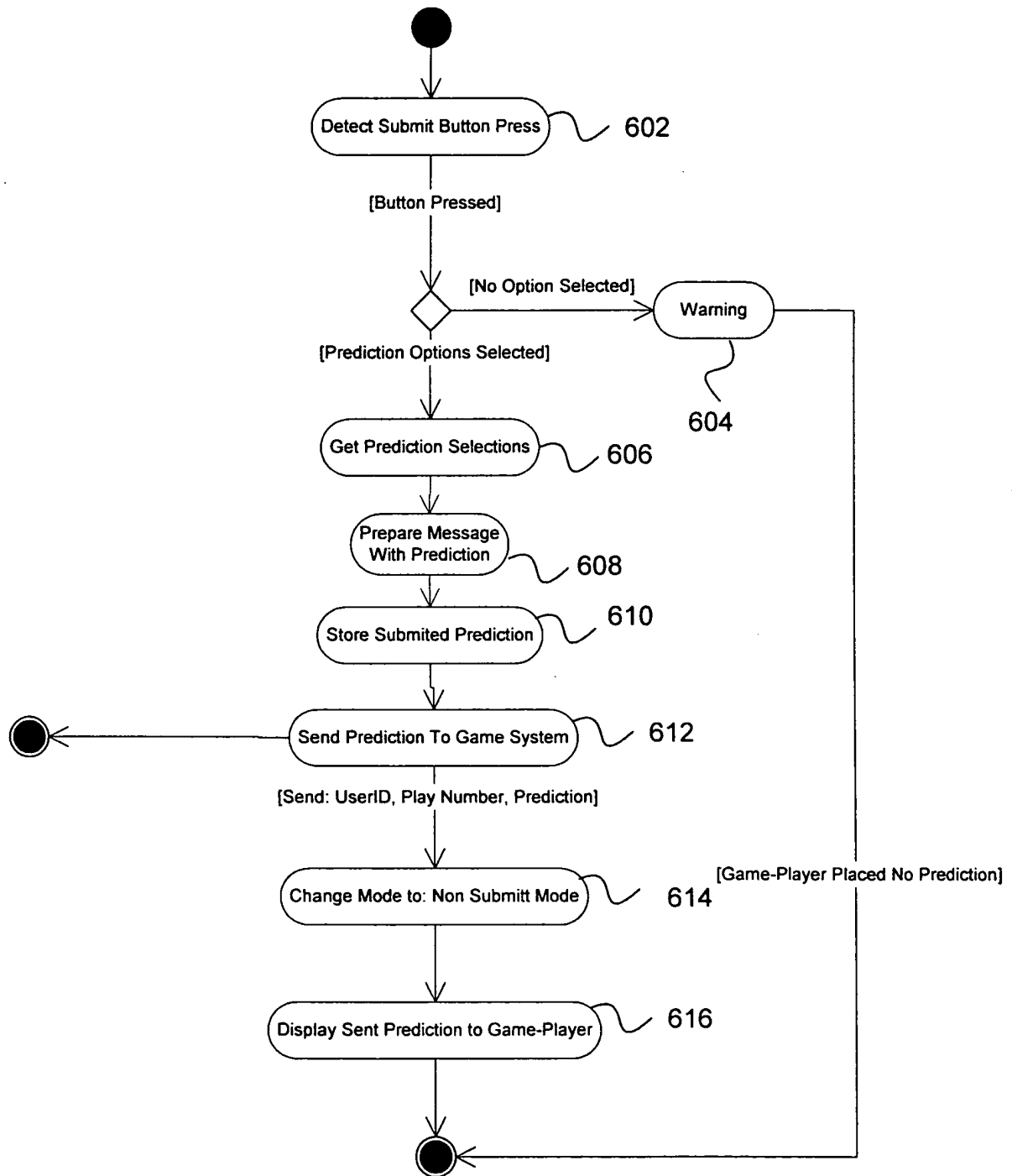


Figure 5



600 ↗

Figure 6

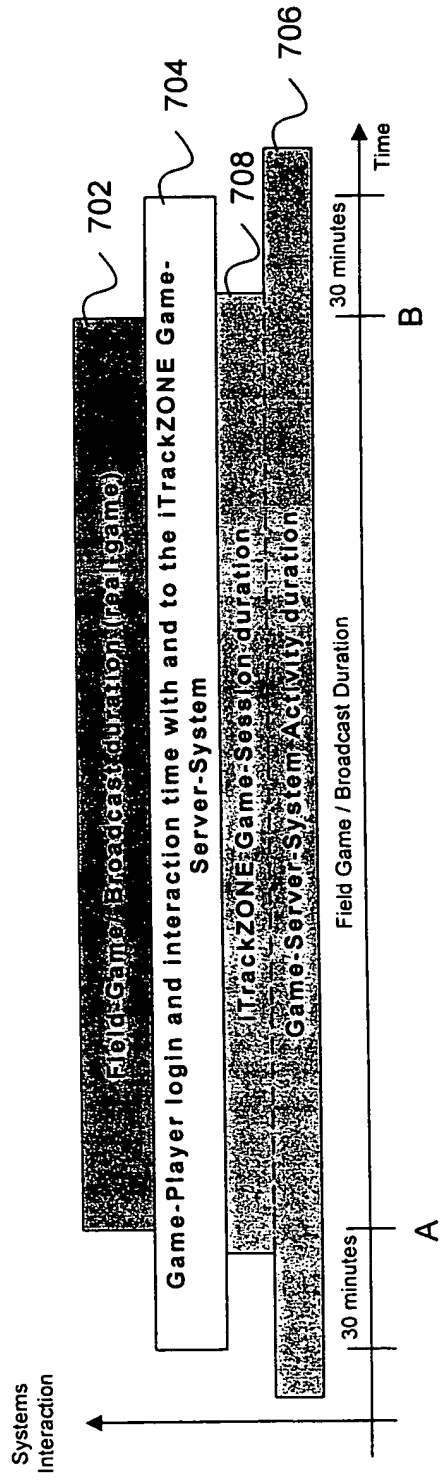


Figure 7

700

A B C D E F G H I J K

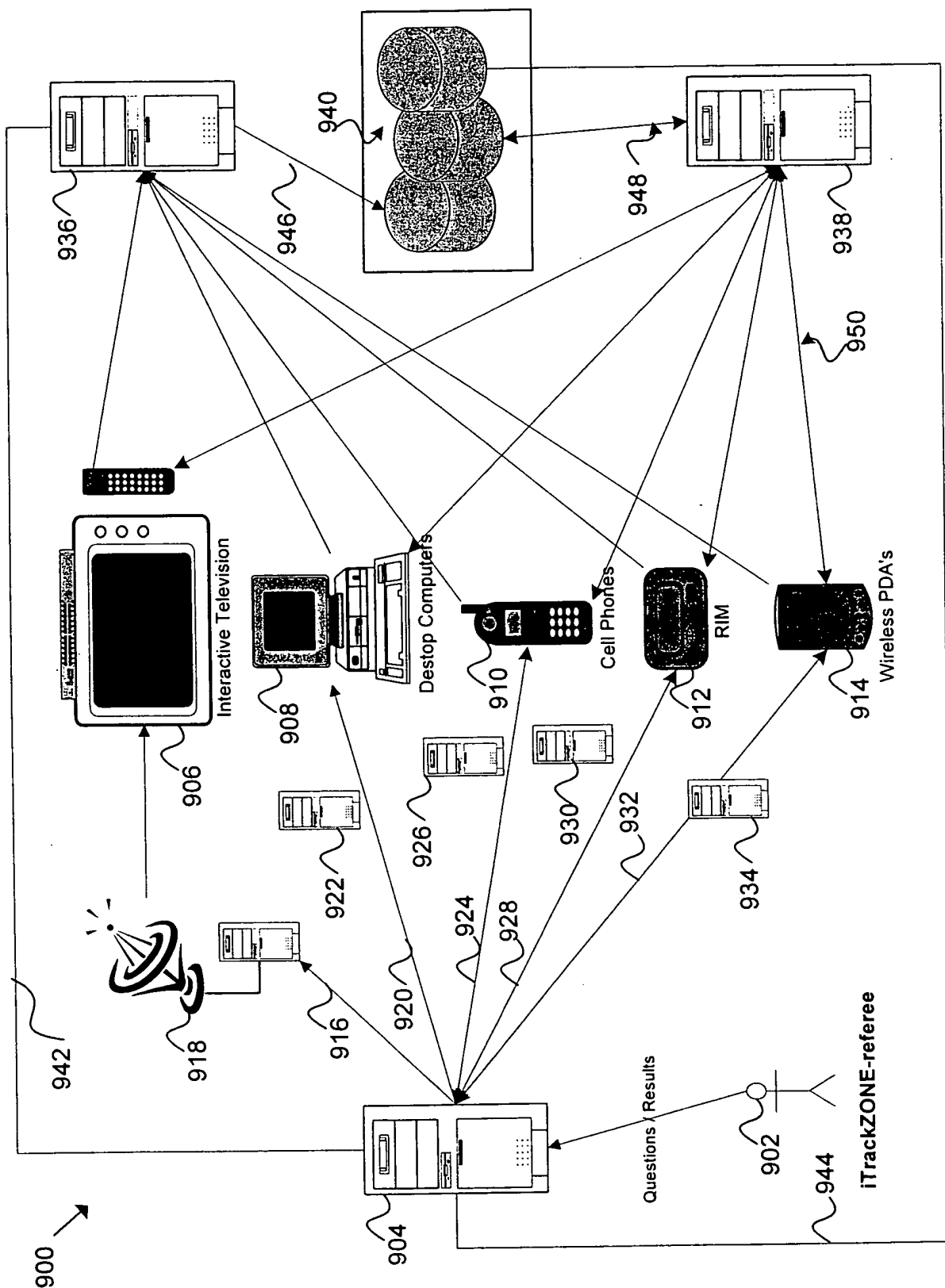
	Flow Of Events	Filed Team C	Filed Team D	iTrack Referee	Game Server System	Game Session	Field Game	Game-Player A Actions	Game-Player A States	Game-Player B Actions	Game-Player B States
1	Over 30 minutes prior to game-session	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive
2											
3	(Coin Flip) Team C Kicks off the game-session Starts	Defensive State	Offensive State	Selects Team D - Sends START	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
4	Field-Game-Kicker Signals Referee - Play 1	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
5	Result 1	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
6	Play 2	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
7	Result 2	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
8	Play 3	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
9	Result 3	Offensive State	Defensive State	Selects Team C - Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
10	Play 4	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
11											
12	THE ABOVE STATES (MODES) STAND AS A GUIDE ONLY. THE ACTUAL GAMEPLAY WILL BE DETERMINED BY THE REFEREE'S ACTIONS AND THE GAME ENGINE'S RESPONSES.										
13	Result #	Offensive State	Defensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
14	Play #+1- Clock Stops	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
15	Result #+1- Clock is stopped	Inactive	Inactive	Sends Result Only - Game Stop	Game Stop State	Inactive	Play Stop State	Unable to Submit Predictions	Game Stop Mode	Unable to Submit Predictions	Game Stop Mode
16	Game Over	Inactive	Inactive	Logs Out	Game Stop State	Inactive	Game Over	Logs Out	Inactive	Logs Out	Inactive
17	Game Over	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive



Figure 8

BEST AVAILABLE COPY

Figure 9



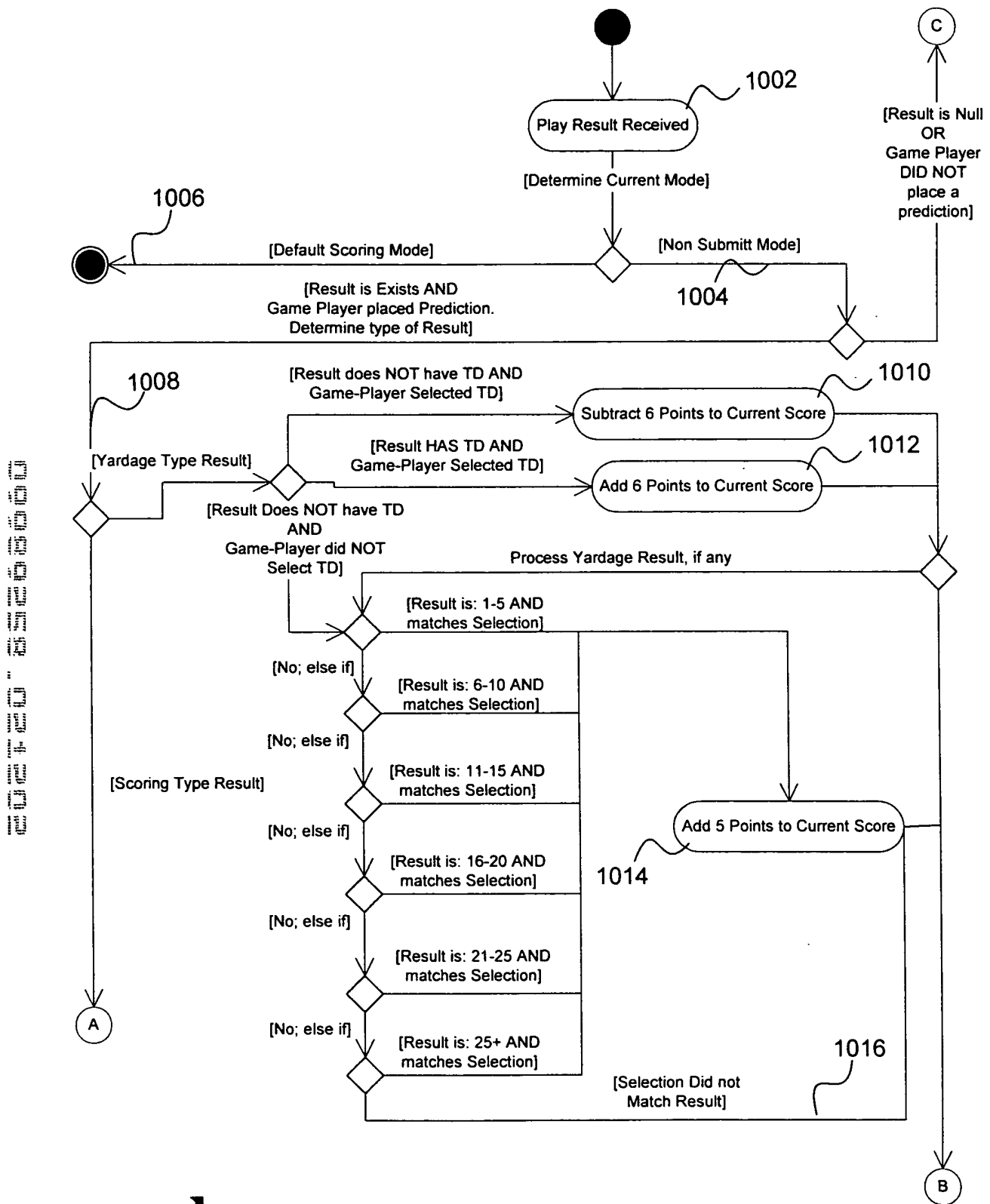


Figure 10A

1000

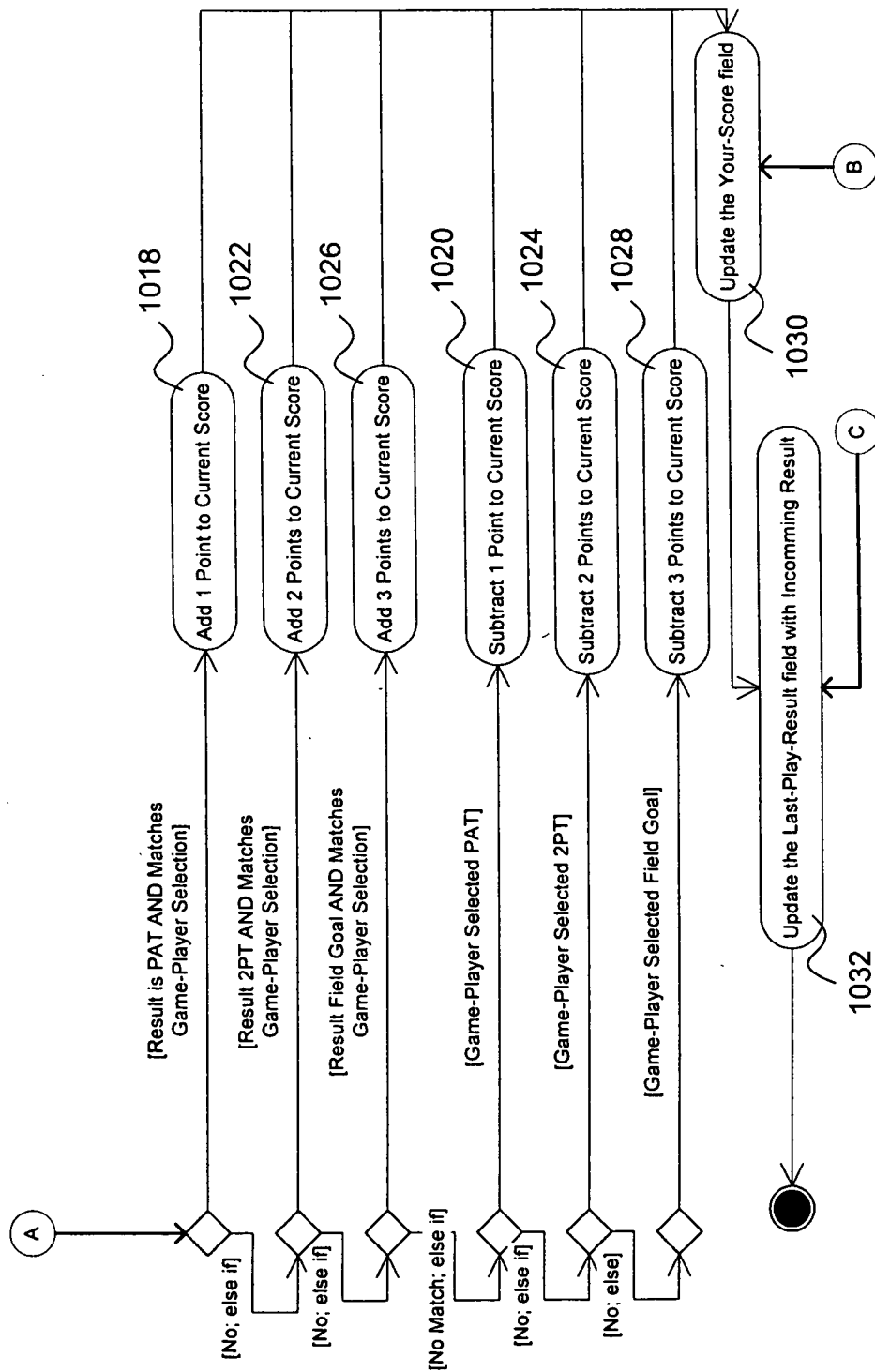


Figure 10B

1100 1102 1104 1106 1108 1110 1112 1114 1116 1118 1120 1122

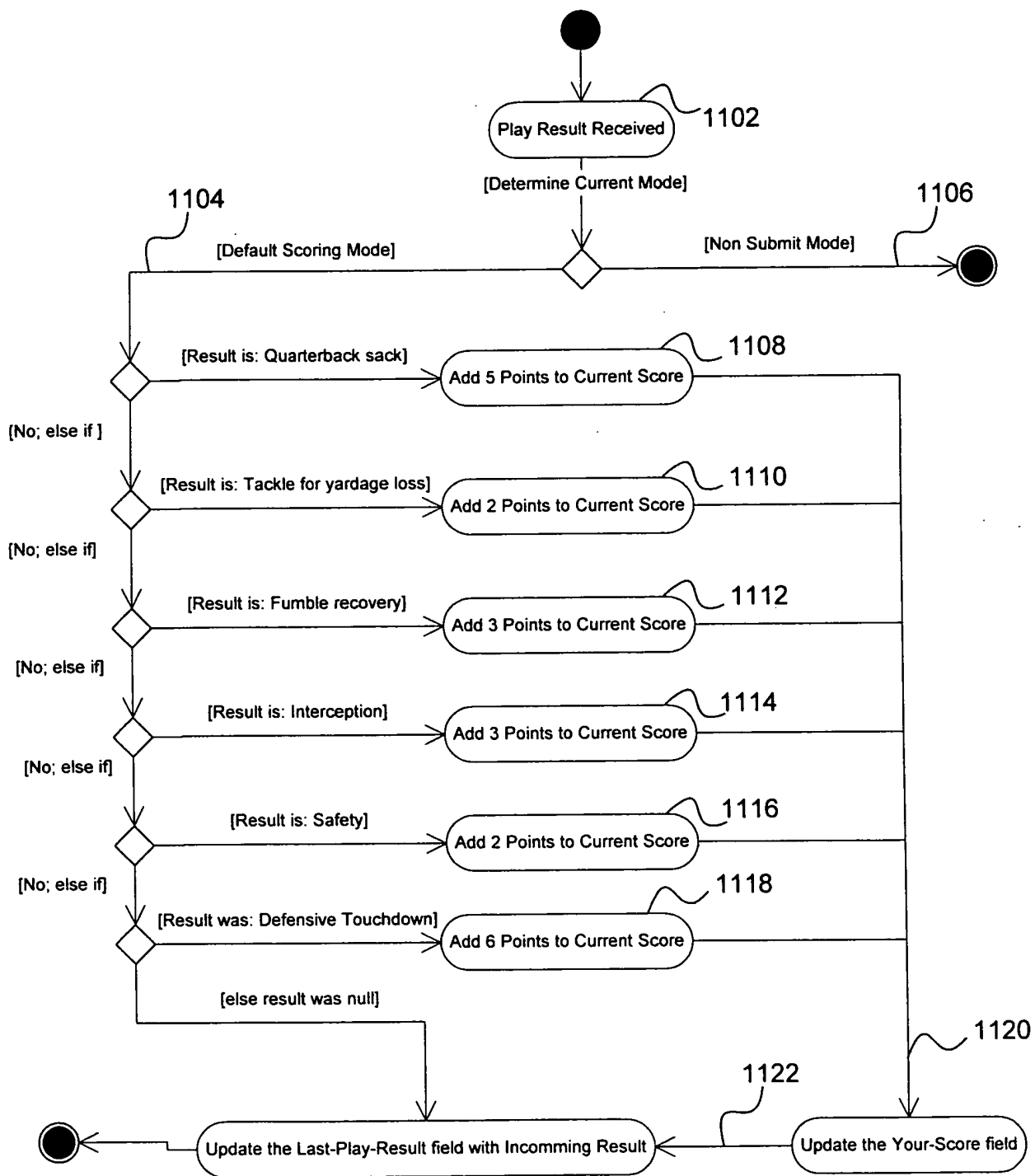


Figure 11

1100 ↗

2025 RELEASE UNDER E.O. 14176

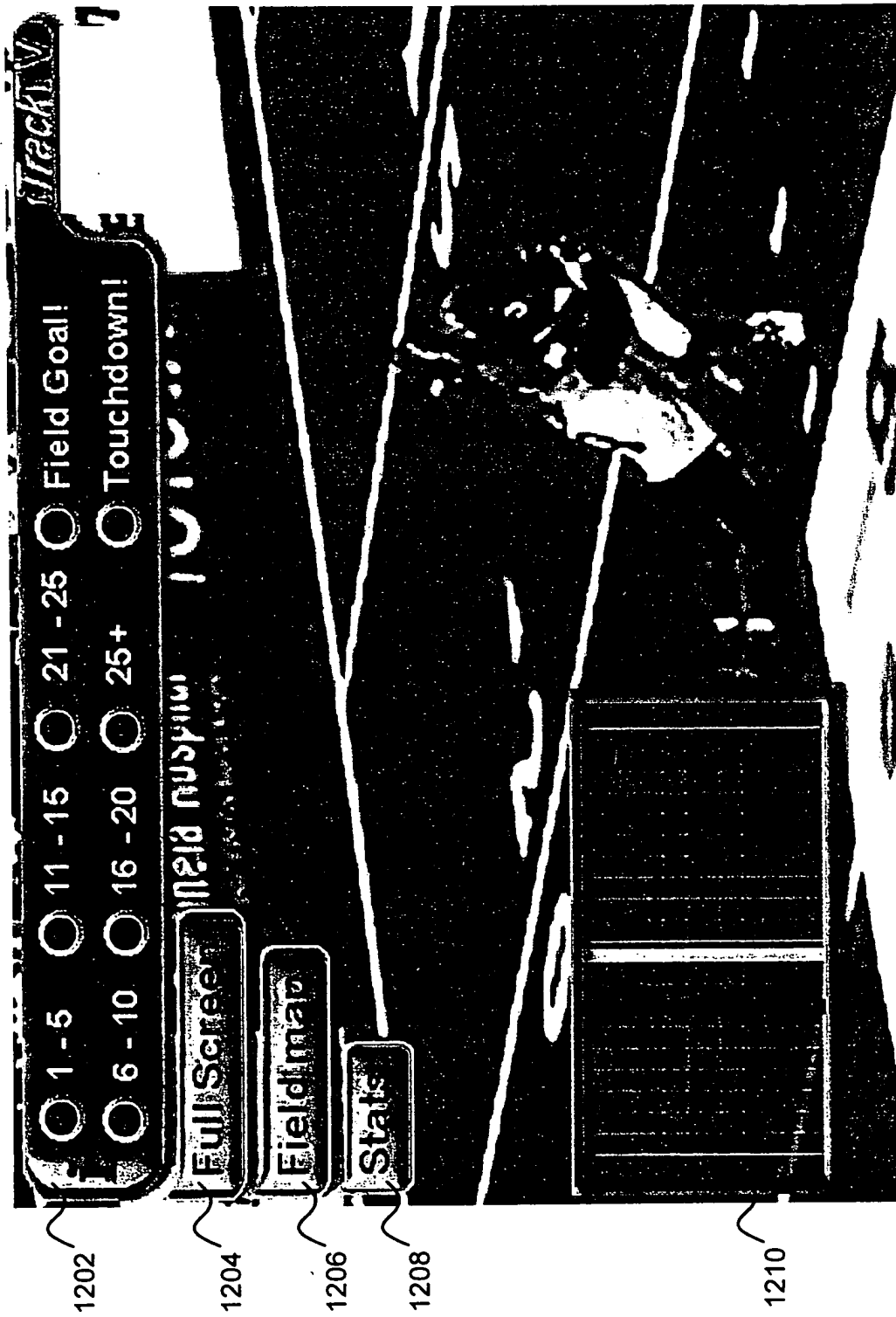


Figure 12